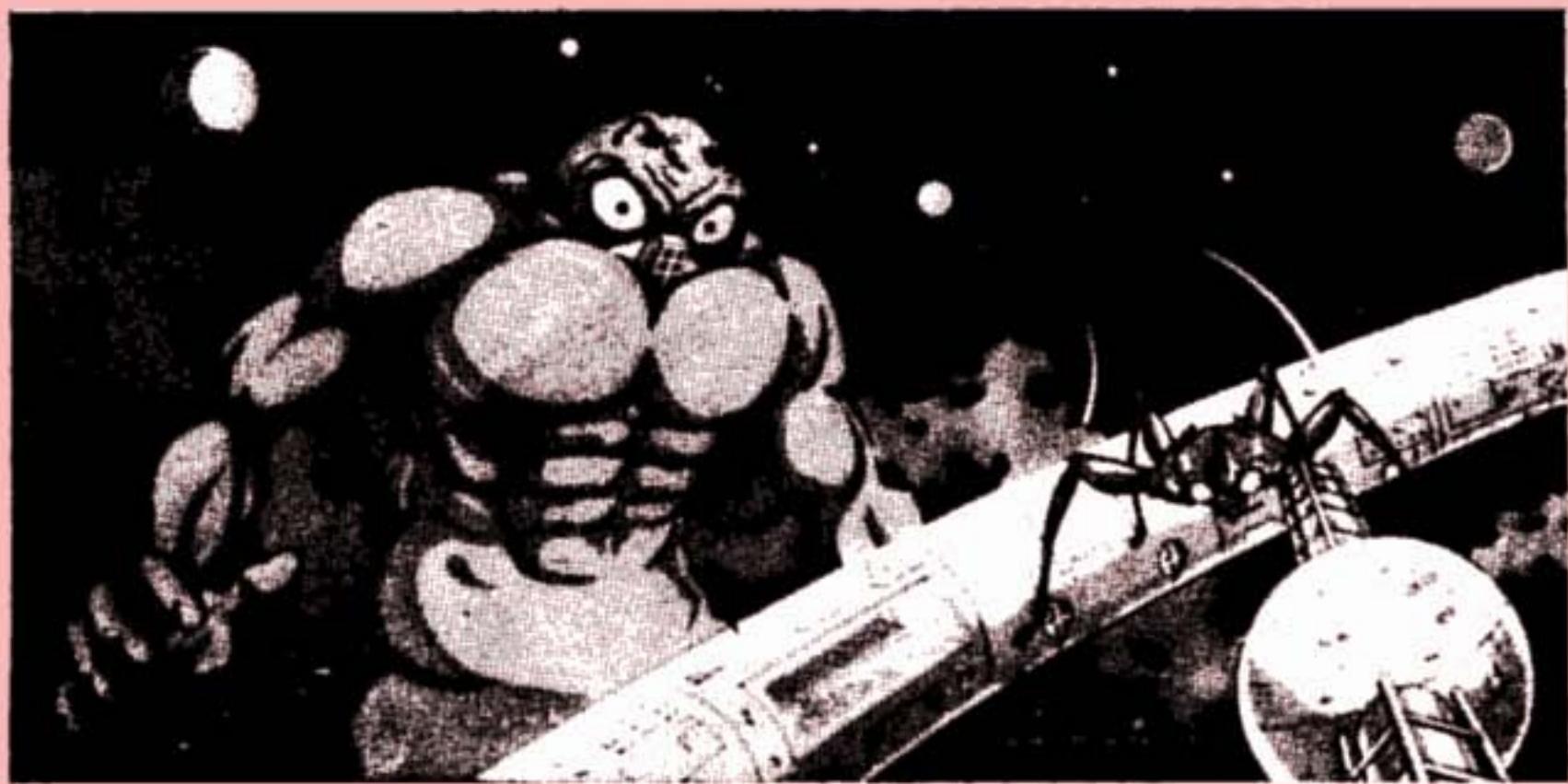


**COSMIC SERIES**

**SPACEPANIC**

**Operation, Maintenance  
and Service Manual**



**UNIVERSAL**

**Thank you very much for your purchase of the SPACE PANIC. Carrying a CPU, the SPACE PANIC is a game machine of the newest type with many features and functions.**

**This manual describes how to make the most of such features and functions, so please read it carefully in order to make the best use of the machine.**

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### - WHEN ORDERING PARTS -

Since each component part is indicated by block, definitely specify both the corresponding Fig. No. and part No. within the Fig. when placing an order for it.

## **I. FEATURES OF THIS MACHINE**

- 1.** The game packs in excellent features capturing the hearts of players.
- 2.** The lever control system is simple to handle.
- 3.** At the flick of a dip switch, you can select among extended play, the number of tanks and time of appearance of an additional tank, etc.
- 4.** High score for the day is always displayed on the screen.
- 5.** Finely designed cabinet and fascinating acoustic effects.

## II. HOW TO HANDLE AND MAINTAIN THIS MACHINE

1. Since the UNIVERSAL's SPACE PANIC employs a color TV receiving set, be careful not to shake it during transit and when carrying it about.
2. Install it at a location which is not exposed to direct sunlight. In order to prevent the inside temperature rising, avoid as much as possible a location near a heater, etc.
3. Since the grounding terminal is visible, be sure to connect it to a grounding conductor.
4. Insert the power cord into the outlet and turn on the switch.
5. Even if the solid-state module seems to be out of order, do not check the circuit by means of a circuit tester, etc., since the internal voltage of the tester, etc. may sometimes break down the IC.
6. Make sure the machine is well ventilated. If the temperature of the IC and transistor is lower than 60°C, the function normally and may be considered reliable. If it exceeds 60°C, their performance cannot be guaranteed.
7. Make sure that the connector, etc. is not disconnected.
8. Whenever connecting the power cord of the solid-state module to, or disconnecting it from, the outlet, be sure to turn the power off.
9. Although the products of UNIVERSAL are manufactured with the utmost care, they may develop malfunctions when used for long periods. So, be sure to check this machine daily.

### III. HOW TO PLAY

1. Make the man dig holes! When a space monster has fallen through a hole to a lower floor, if you cover it over before the monster creeps out of it, you are awarded points.
2. A monster, boss, or don does not die unless they drop more than 1, 2 or 3 floors, respectively. Additionally, when more than 2 space monsters drop into the holes, or when a boss or a don is dropped onto a monster below, they die together.  
The larger the number of floors a monster drops, the higher the score awarded.
3. The man can move quickly down to a lower floor through the hole he has dug, and he can lure the monsters down through the hole to the lower floor.
4. When the man has been bitten by a monster or when all the oxygen has been used up, the man dies. When the oxygen display becomes "0", the man's face reddens, and the warning buzzer activates.
5. If oxygen has not been reduced to zero when the screen has been cleared, you are awarded bonus points corresponding to the amount of remaining oxygen.
6. The highest scorer can register his name on the screen.
  - Push the hole-digging button for each alphabetical letter you want to register.

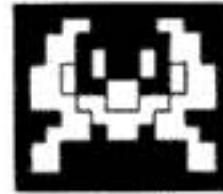
### SCORE



MONSTER



BOSS



DON

100~800

300~1,200

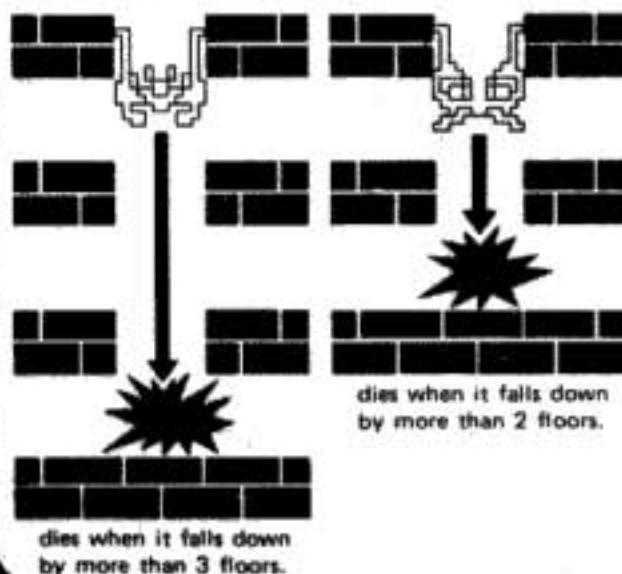
800~2,000

#### HOW TO SCORE POINTS

DON

BOSS

MONSTER

dies when it falls down  
by more than 1 floor.dies when it falls down  
by more than 2 floors.dies when it falls down  
by more than 3 floors.[Die together]  
when more than  
2 monsters have  
fallen into the  
upright holes.[Falls down onto the  
other's head]  
when it falls down onto  
the head of a monster,  
etc. they are both  
destroyed.

## IV. VARIOUS OPTIONAL SETTINGS

### A. POSITIONS OF DIP SWITCHES

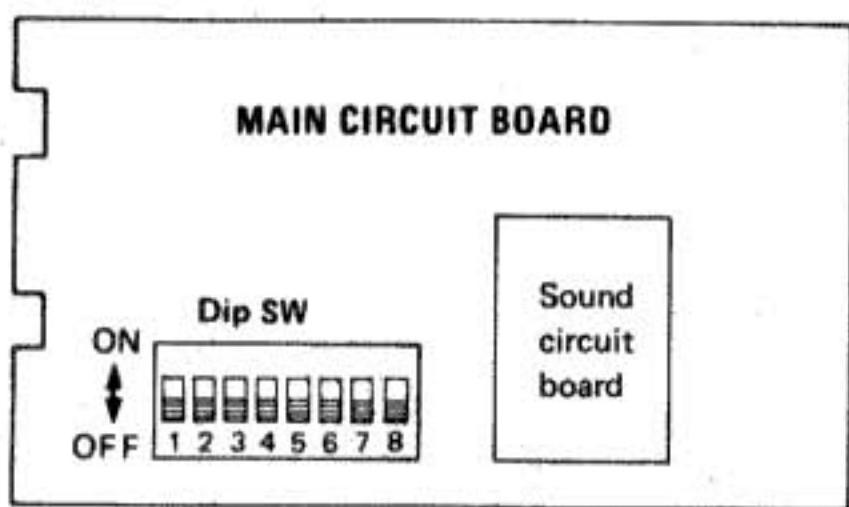


Fig. 1 Positions of Dip Switches

### B. SETTING THE OPTION (DIP SWITCHES)

#### 1. Setting the number of panic men for game (SW1)

Number of panic men	SW1
3 men	ON
4 men	OFF

#### 4. Coin/s and credit/s for the left chute (SW4, 5, 6)

Coin	Credit	SW4	SW5	SW6
1	1	ON	ON	ON
1	2	ON	ON	OFF
1	3	ON	OFF	ON
1	4	ON	OFF	OFF
1	5	OFF	ON	ON
2	3	OFF	ON	OFF

#### 2. Extra points (SW2)

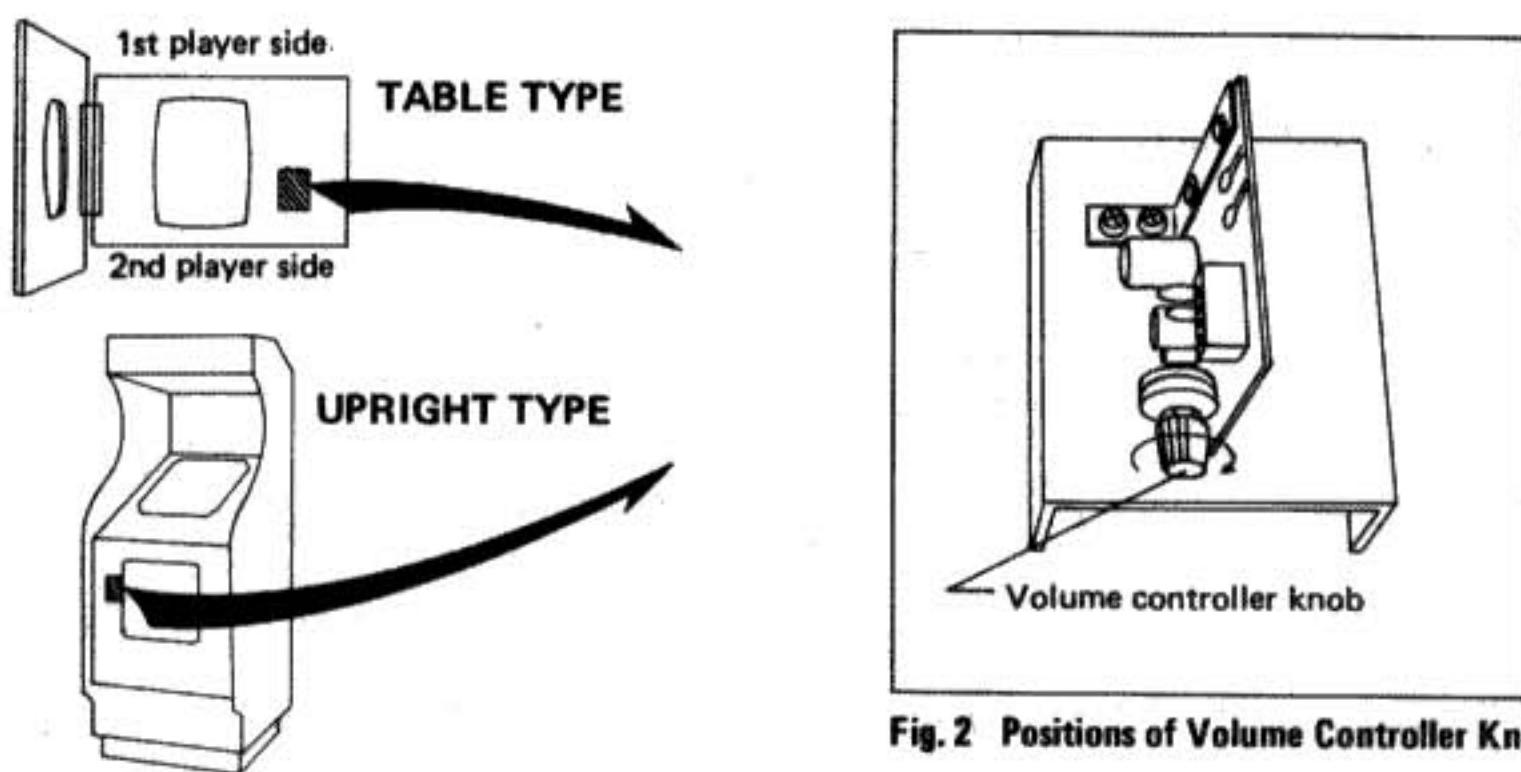
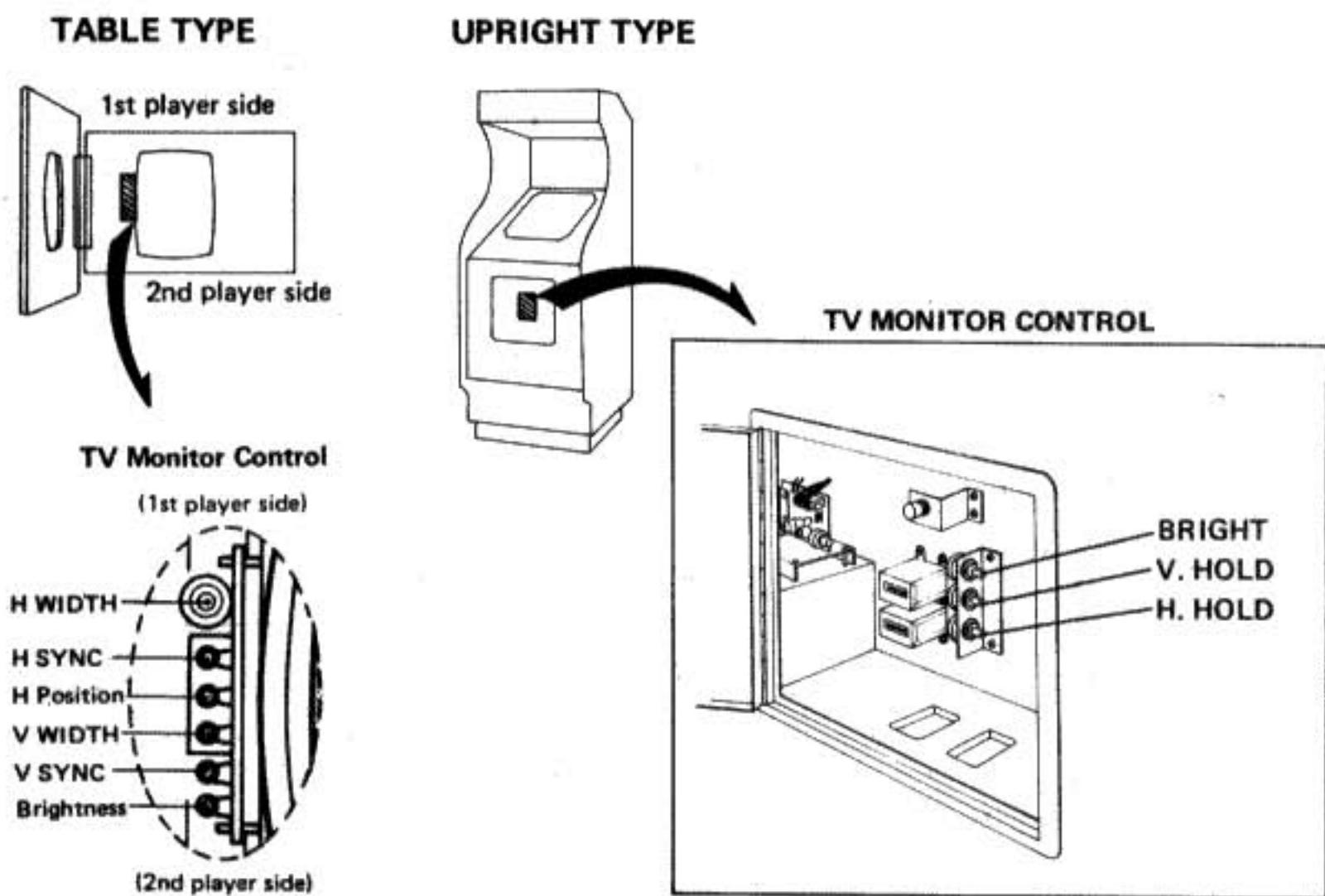
Extra points	SW2
3,000 pts	ON
5,000 pts	OFF

#### 5. Coin/s and credit/s for the right chute (SW7, 8)

Coin	Credit	SW7	SW8
2	1	ON	ON
1	1	ON	OFF
1	2	OFF	ON
1	3	OFF	OFF

#### 3. Change-over setting of the mode of game (SW3)

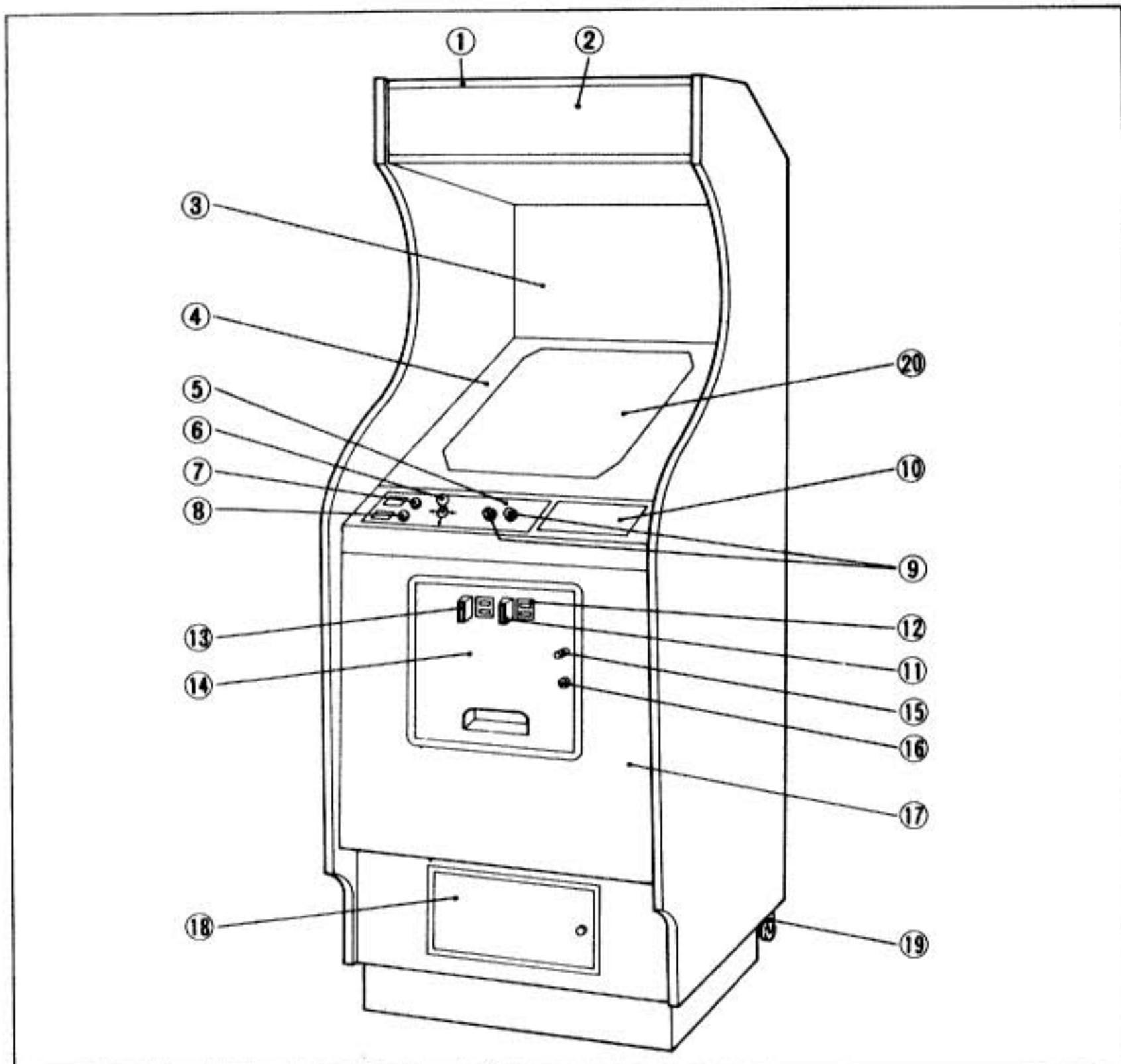
Style	SW3
Upright	ON
Table	OFF

**C. VOLUME CONTROLLER KNOB****Fig. 2 Positions of Volume Controller Knob****V. TV MONITOR****A. ADJUSTMENT OF TV PICTURE SCREEN****Fig. 3 Positions of TV Monitor Controller Knobs**

# UPRIGHT TYPE

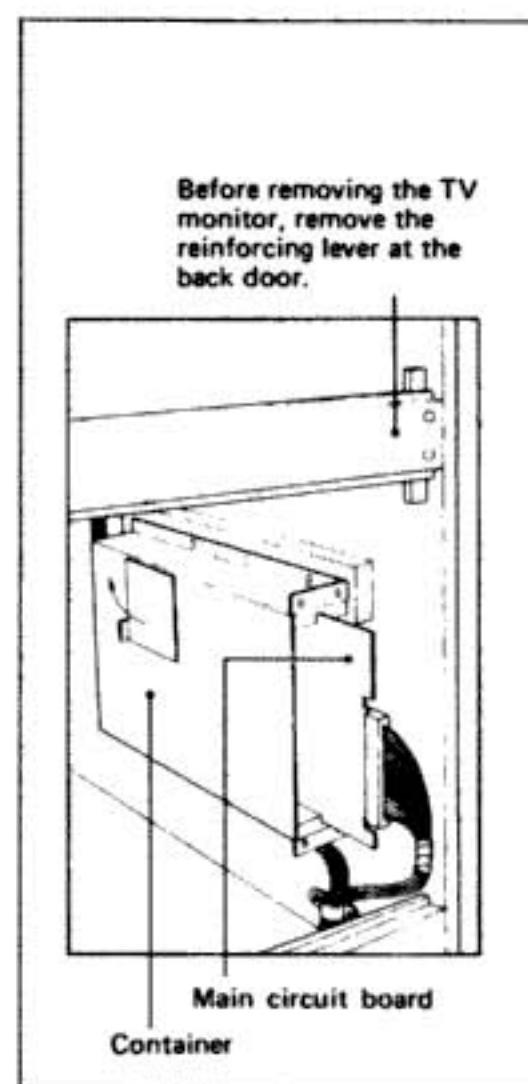
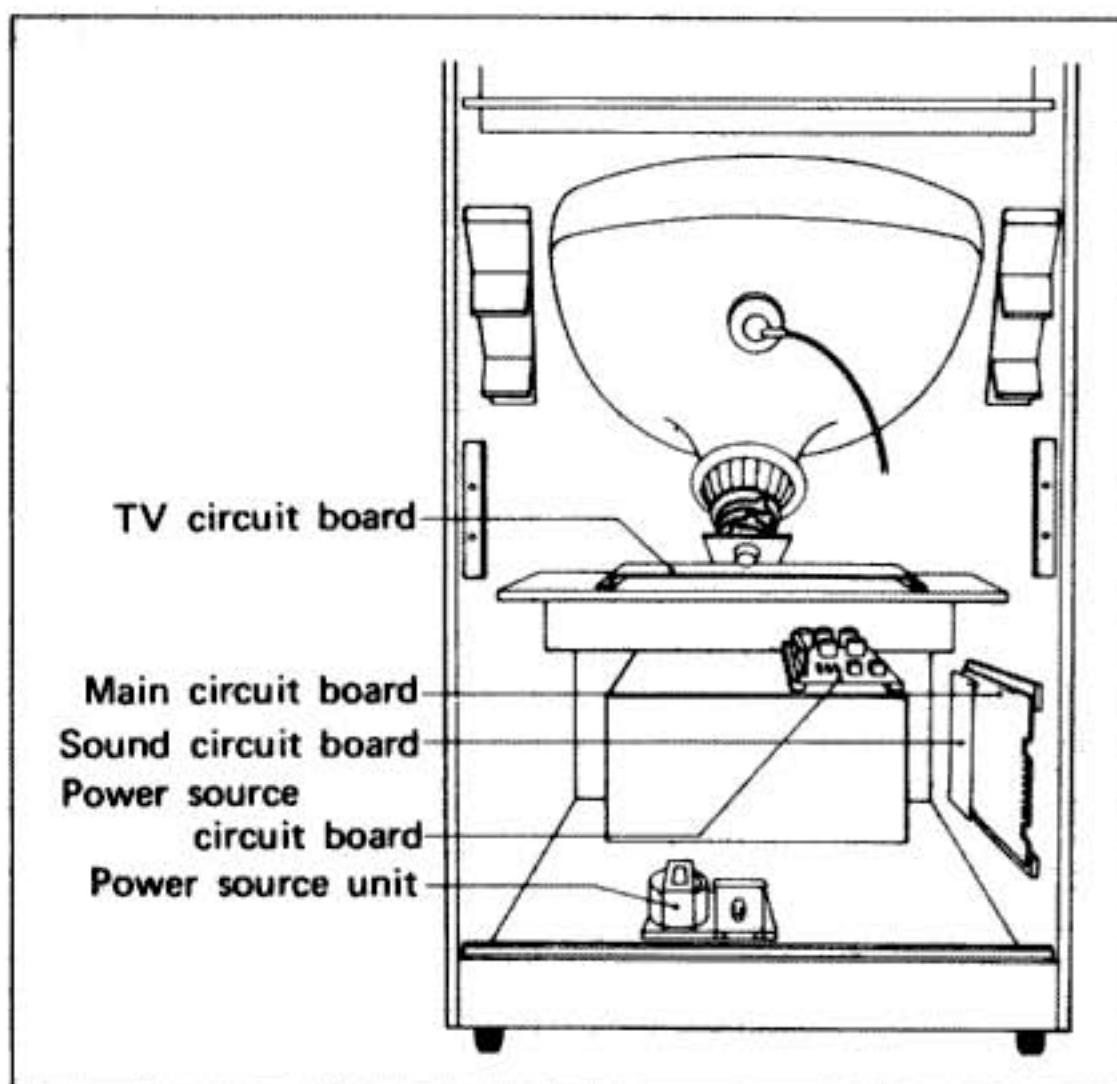


This documentation provides standard information.  
Universal reserves the right to change without notice.

**VI. UPRIGHT TYPE PARTS CATALOG****A. COMPONENT PARTS RELATED TO CABINET (OUTSIDE)****Fig. 4 Component Parts Related to Cabinet (Outside)****OUTSIDE CABINET PARTS LIST**

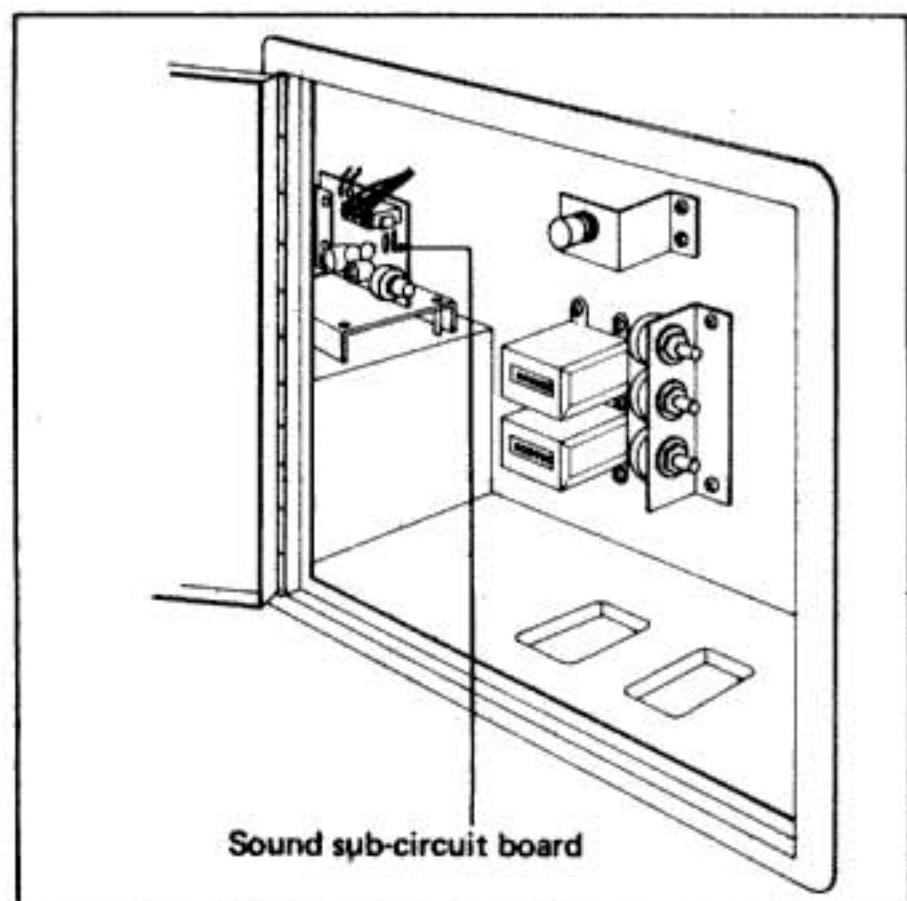
Ref. No.	Name	Ref. No.	Name
1	Title panel fixture	11	Coin slot (1)
2	Title panel	12	Coin indication panel (1)
3	Illustrated glass (B)	13	Coin slot (2)
4	Illustrated glass (A)	14	Coin indication panel (2)
5	Operating indication panel	15	Cancel button
6	Control lever (general name)	16	Door key
7	Push button (for 1 player)	17	Main door
8	Push button (for 2 players)	18	Cash box door
9	Push button (Holding and closing)	19	Caster
10	Sticker for game rules	20	CRT (20" color)

## B. DRAWING OF CIRCUIT BOARD MOUNTING POSITIONS



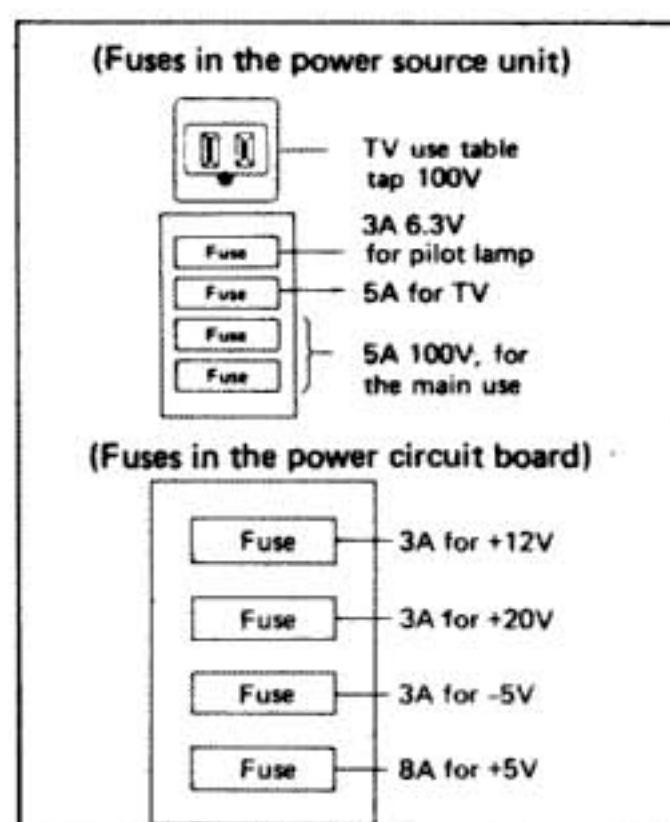
**Fig. 5 Circuit Board Mounting Positions**

**Fig. 6 Side View of Circuit Board Mounting Positions**

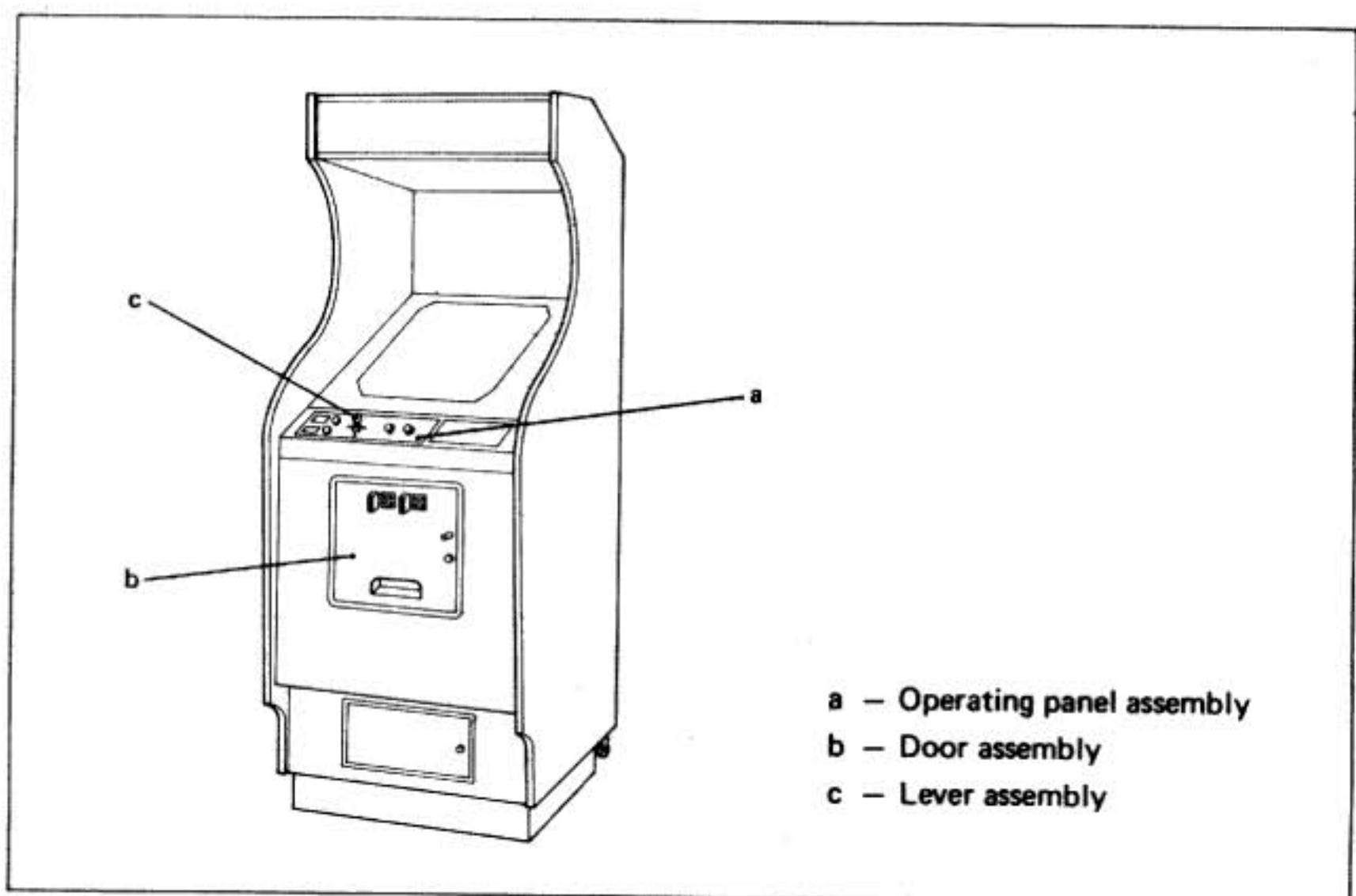
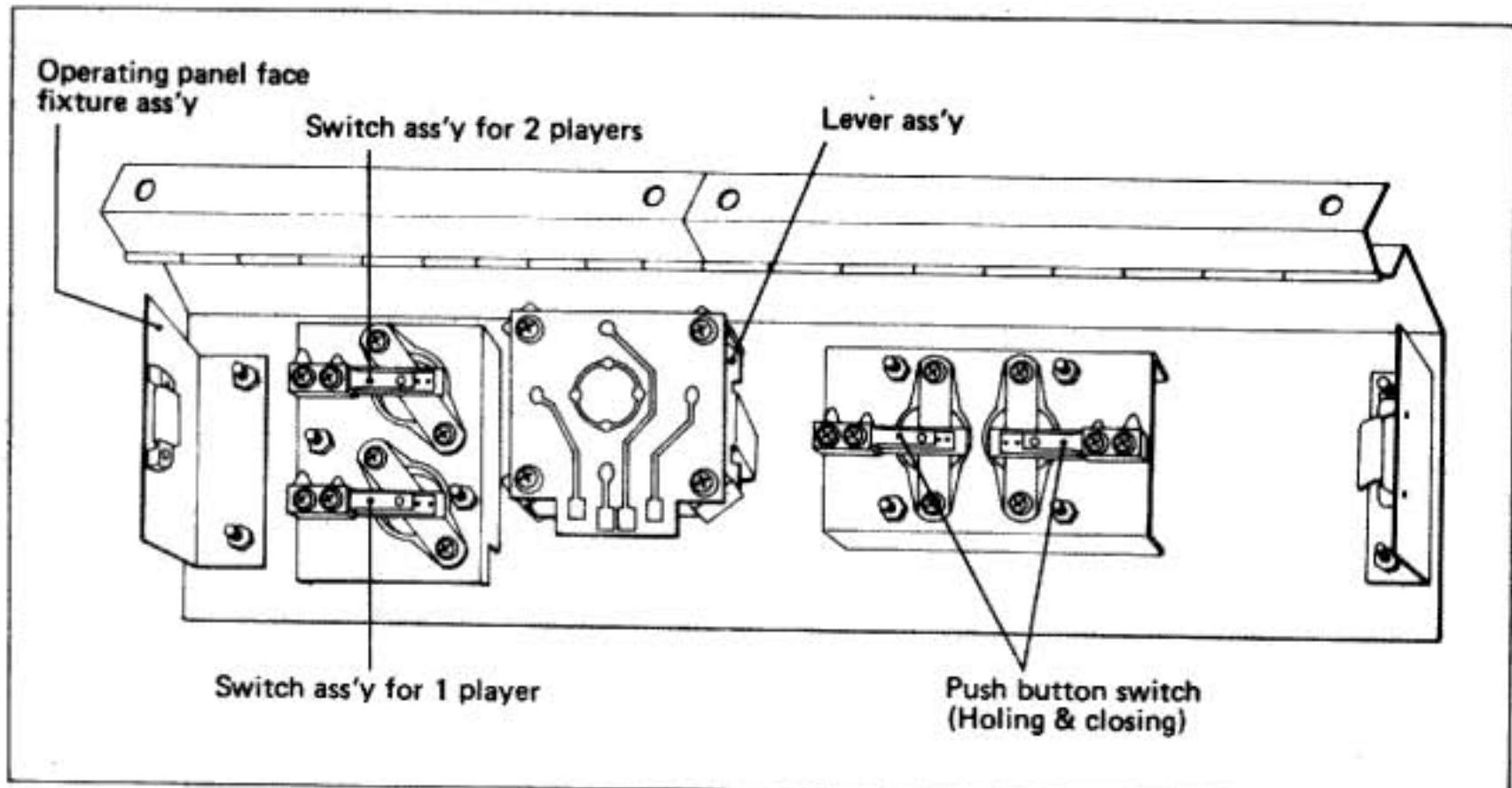


**Fig. 7 Position of Sound Sub-circuit Board**

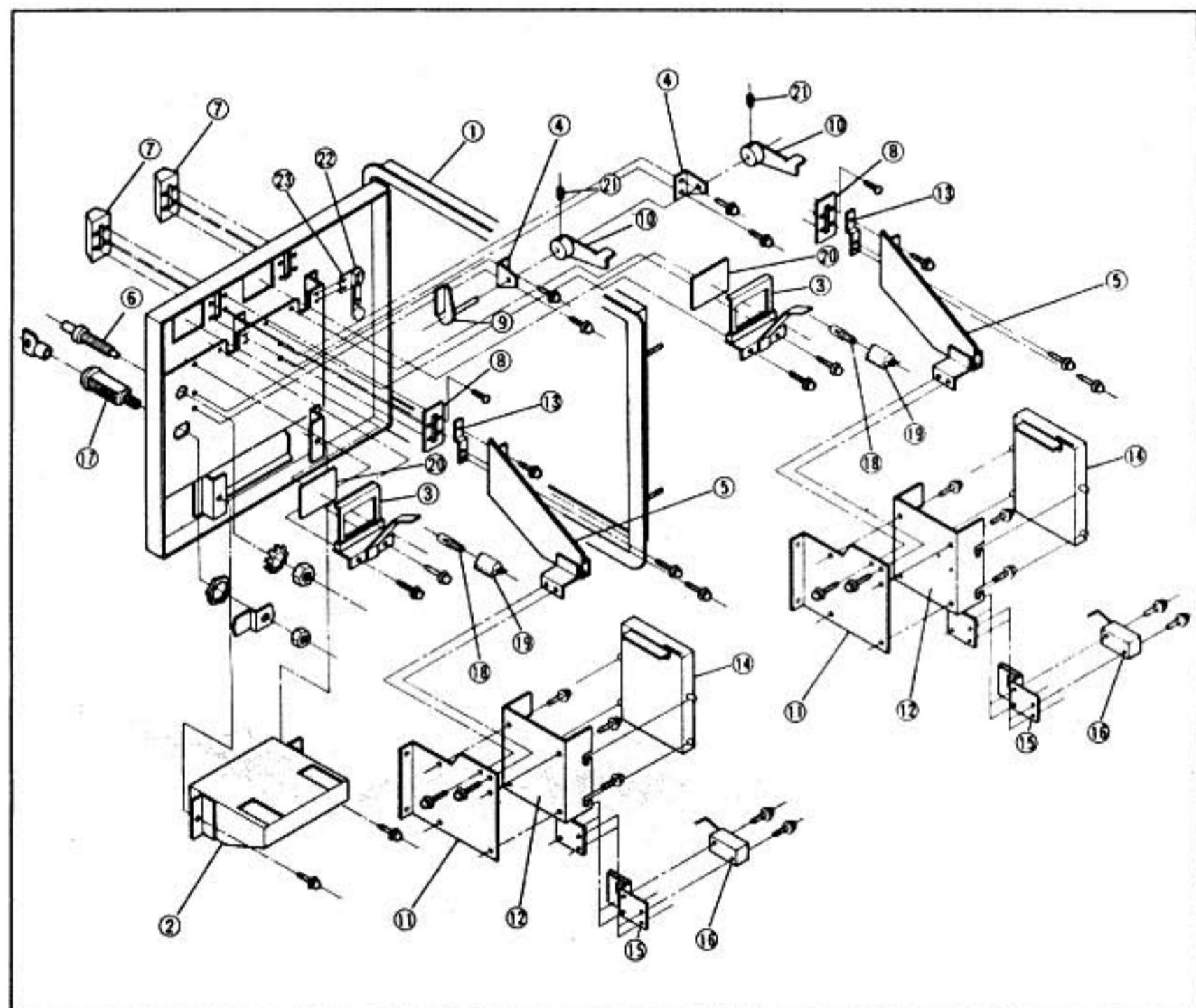
## C. FUSES



**Fig. 8 Fuses**

**D. COMPONENT PARTS RELATED TO CABINET (INSIDE)****Fig. 9 Component Parts Related to Cabinet (Inside)****a) Operating panel assembly****Fig. 10 Operating Panel Assembly**

**b) Door assembly and parts list**



**Fig. 11 Inside View of Door Assembly**

**DOOR ASSEMBLY PARTS LIST**

Ref. No.	Name	Ref. No.	Name
1	Main door	13	Coin slot shute holder
2	Returning soucer	14	Rejector
3	Lamp & plastic plate bracket	15	Sensor slot
4	Rearing	16	Micro switch
5	Coin slot shute	17	Key sets
6	Returning button	18	Miniature lamp
7	Coin slot	19	Miniature lamp socket
8	Slot plate	20	Coin indication panel
9	Transmission shaft	21	Hexagon socket head screw
10	Rotary bracket	22	Slam switch
11	Rejector bracket	23	Slam switch holder
12	Rejector case		

## c) Lever assembly and parts list

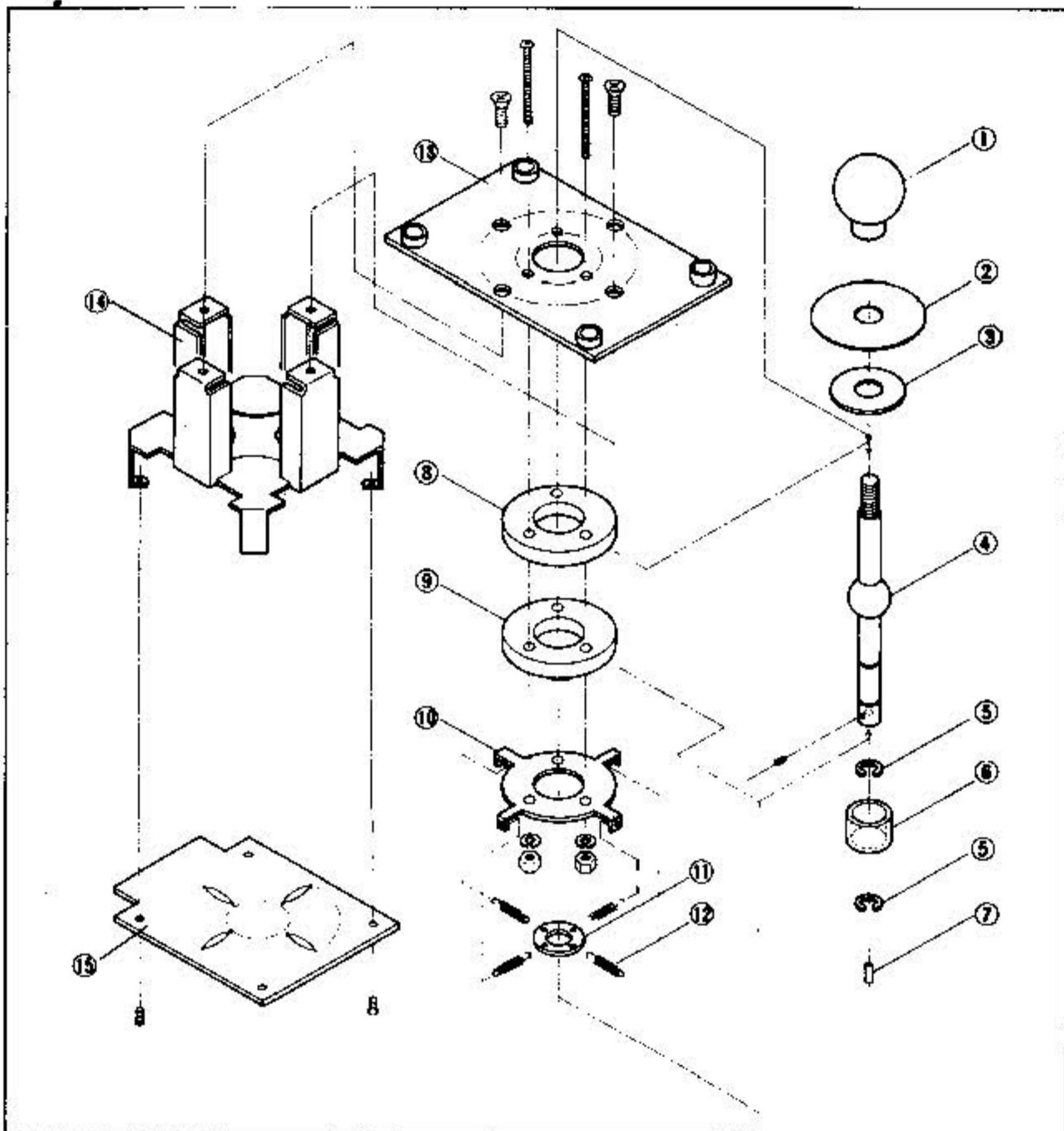
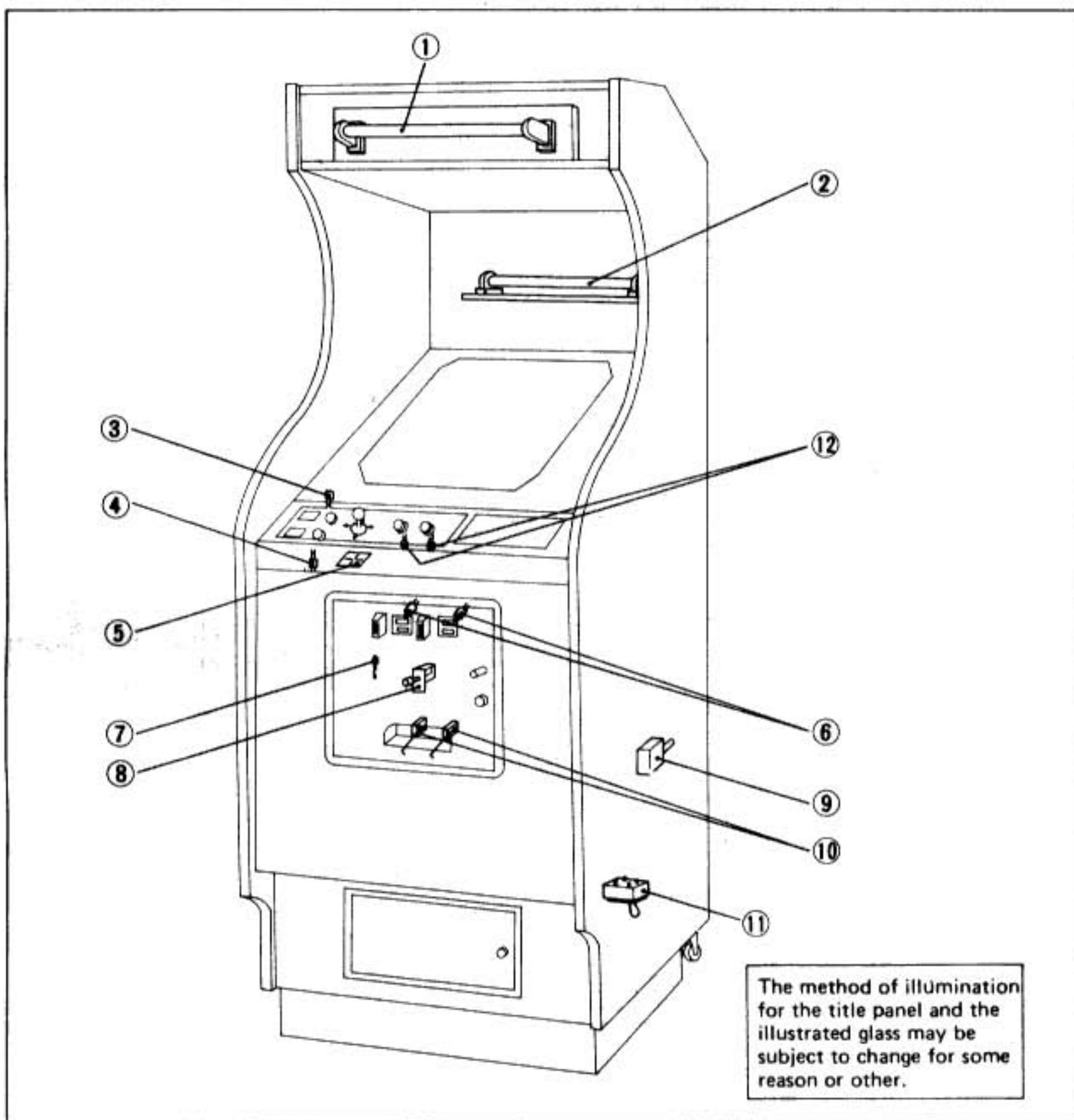


Fig. 12 Lever Assembly

## LEVER ASSEMBLY PARTS LIST

Ref. No.	Name	Ref. No.	Name
1	Knob. 24 or 32 Dim.	9	Bracket (B)
2	Resin board	10	Spring hook
3	Resin board	11	Spring fixture
4	Lever shaft	12	Spring
5	E-ring	13	Mounting base
6	Collar	14	Guide
7	Magnet	15	Reed SW circuit board
8	Bracket (A)		

## E. COMPONENT PARTS RELATED TO SWITCHES IN THE CABINET



**Fig. 13 Component Parts Related to Switches in the Cabinet**

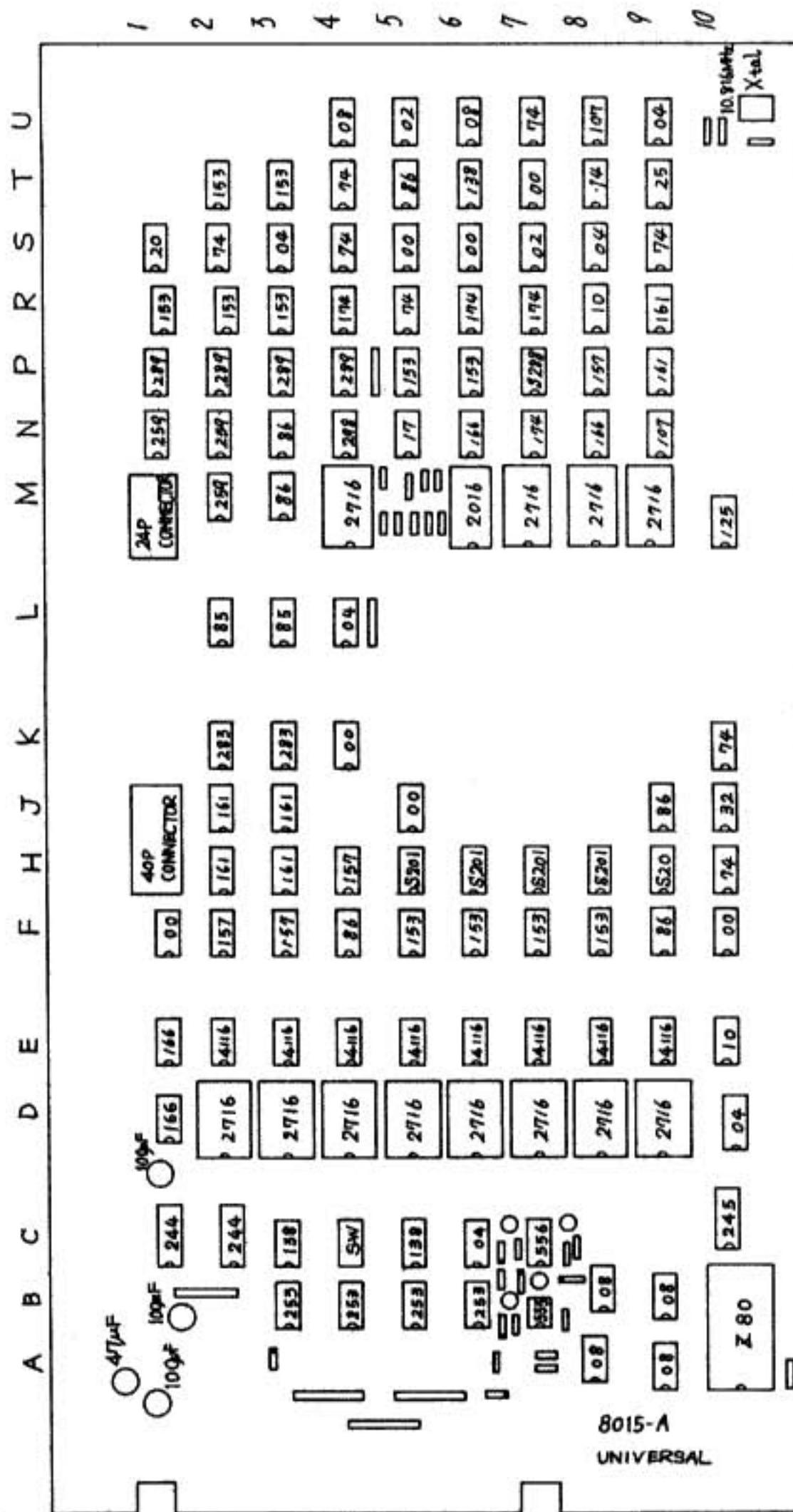
### INSIDE CABINET PARTS LIST

Ref. No.	Name	Ref. No.	Name
1	Fluorescent lamp for title panel	7	Blades SW for tilt SW
2	Fluorescent lamp for illustrated glass	8	Micro SW for resetting
3	1-player select button blade SW	9	Door SW
4	2-players select button blade SW	10	Micro SW for rejector x 2
5	Control lever 4-directional use reed SW x 4	11	Toggle SW
6	Miniature lamp for money display x 2	12	Blade SW for holing and closing

## **VII. CIRCUIT BOARD**

## A. CIRCUIT BOARD IC LOCATION AND PARTS LIST

**a) Main circuit board IC location and parts list**



**Fig. 14 Main Circuit Board**

**[1] Integrated Circuit**

Item No.	Q'ty	Description
7400N	6	Transistor Logic
7402N	2	"
7404N	6	"
7408N	6	"
7410N	2	"
7417N	1	"
7420N	2	"
7425N	1	"
7432N	1	"
7474N	9	"
7485N	2	"
7486N	6	"
74107N	2	"
74125N	1	"
74138N	3	"
74153N	11	"
74157N	4	"
74161N	6	"
74166N	4	"
74174N	4	"
74253N	4	"
74259N	3	"
74244N	2	"
74245N	1	"
74283N	2	"
74289N	4	64 Bit Bipolar RAM
74298N	1	Transistor Logic
2716	12	Nch MOS ROM
NE555	1	Timer
NE556	1	"
74S288	1	256 Bit Bipolar ROM

Item No.	Q'ty	Description
4116	8	Nch MOS 16K Bit RAM
Z80	1	Nch MOS CPU

**[2] Other Semiconductor Devices**

Item No.	Q'ty	Description
10D-1	6	Diode

**[3] Capacitors**

Rating	Q'ty	Description
100μF/25V	3	Chemical Capacitor
47μF/35V	1	"
10μ/16V	2	"
1μF/50V	2	"
0.1μF	65	Ceramic Capacitor
100PF	1	"

**[4] Resistors**

Rating	Q'ty	Description
MS1028AM	4	1KΩ Resistor Array
MS4728AM	1	47KΩ "
47Ω	4	Carbon Solid Resistor
470Ω	3	"
1KΩ	5	"
270Ω	6	"
2KΩ	1	"
47KΩ	4	"

**[5] Misc**

Name	Q'ty	Description
Dip SW	1	8 Elements Switch Array
X'-tal	1	10.816MHz

## b) Sound circuit board IC location and parts list

8015-S2 UNIVERSAL

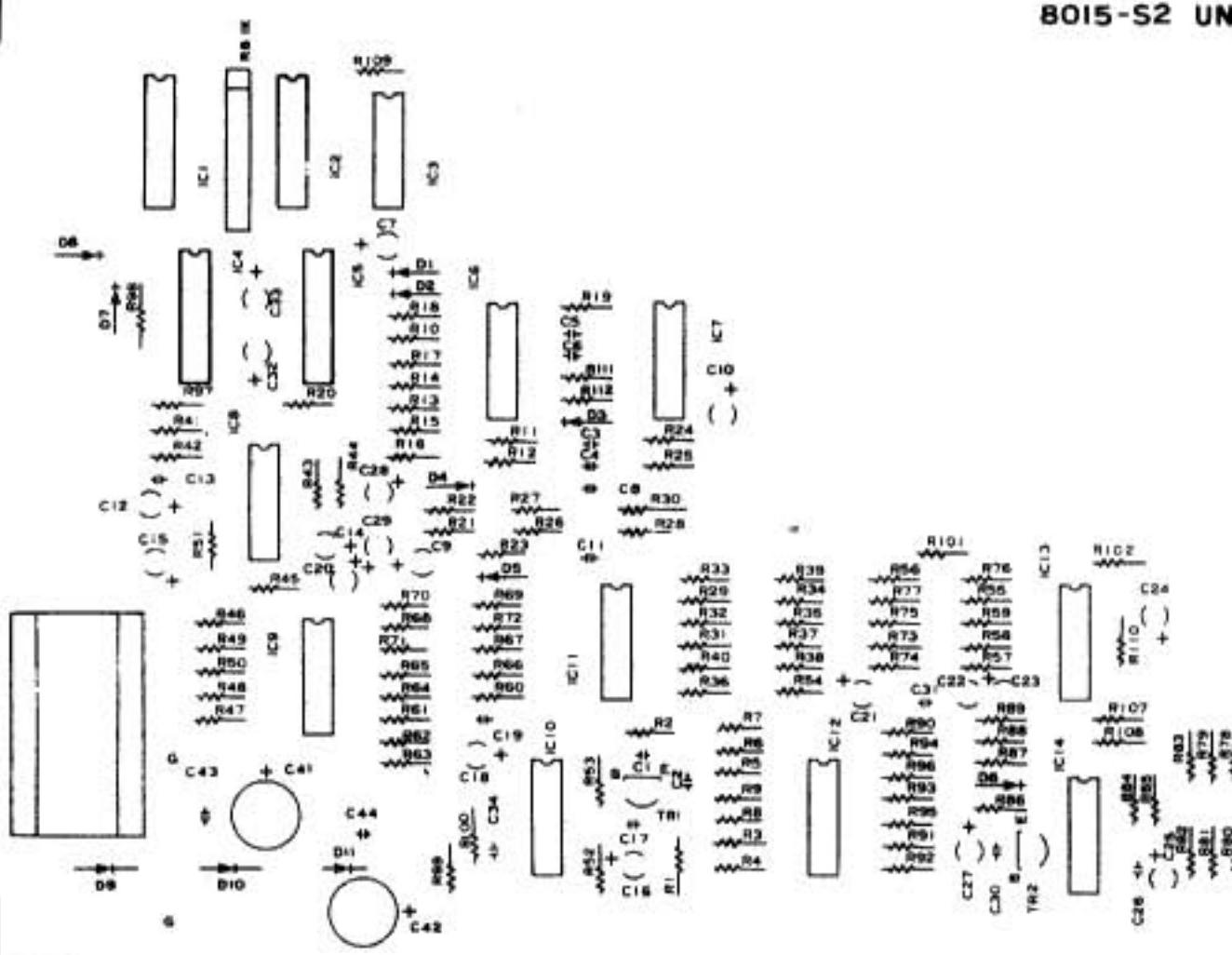


Fig. 15 Sound Circuit Board

Location	Rating	Description
R1	1M 1/4W	Carbon Solid Resistor
2	1K "	"
3	100K "	"
4	1K "	"
5	100K "	"
6	10K "	"
7	150K "	"
8	10K "	"
9	10K "	"
10	1M "	"
11	1K "	"
12	100K "	"
13	100K "	"
14	100K "	"
15	1K "	"
16	27K "	"
17		
18	200K "	"
19	2K "	"
20	39K "	"
21	1M "	"
22	200K "	"
23		
24	1K "	"
25	68K "	"
26	24K "	"
27	100K "	"
28	100K "	"
29	100K "	"
30	12K "	"

Location	Rating	Description
R31	100K 1/4W	Carbon Solid Resistor
32	100K "	"
33	33K "	"
34	100K "	"
35	50K "	"
36	100K "	"
37	1K "	"
38	100K "	"
39	50K "	"
40	200K "	"
41	1K "	"
42	56K "	"
43	1K "	"
44	75K "	"
45	100K "	"
46	100K "	"
47	1K "	"
48	220K "	"
49	200K "	"
50	200K "	"
51		
52	8.2K "	"
53	620K "	"
54	220K "	"
55	200K "	"
56	100K "	"
57	100K "	"
58	1K "	"
59	27K "	"
60	220K "	"

Location	Rating	Description
R61	1K 1/4W	Carbon Solid Resistor
62	1M "	"
63	1K "	"
64	100K "	"
65	100K "	"
66	100K "	"
67	33K "	"
68	330K "	"
69	68K "	"
70	120K "	"
71	1K "	"
72	18K "	"
73	8.2K "	"
74	3.2K "	"
75	8.2K "	"
76	50K "	"
77	120K "	"
78	8.2K "	"
79	120K "	"
80	56K "	"
81	100K "	"
82	1K "	"
83	27K "	"
84	1.2K "	"
85	47K "	"
86	120K "	"
87	510K "	"
88	2.5K "	"
89	120K "	"
90	20K "	"

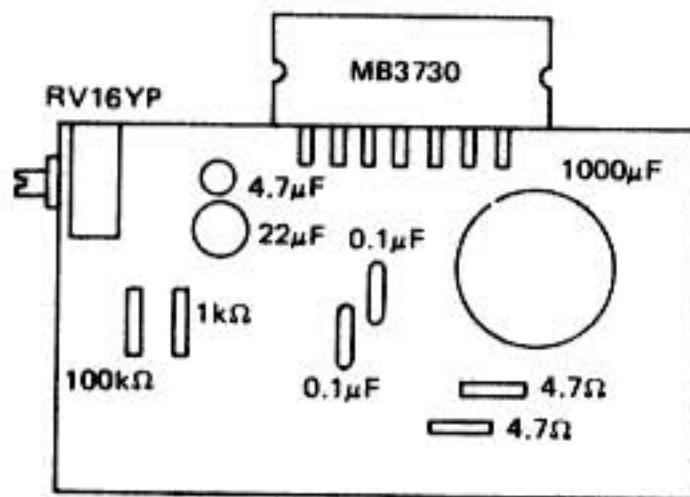
Location	Rating	Description
R91	50K 1/2W	Carbon Solid Resistor
92	100K "	"
93	1K "	"
94	27K "	"
95	50K "	"
96	50K "	"
97	10K "	"
98	10K "	"
99	1K "	"
100	39K "	"
101	27K "	"
102		
103		
104		
105		
106		
107		
108		
109		
110		
111	100K 1/2W	"
112	1K "	"
C1	0.1μ	Ceramic
2	0.1μ	"
3	1000P	"
4	4700P	Mila
5	0.1μ	Ceramic
6	4700P	Mila
7	2.2μ	Tantalum
8	560P	Ceramic
9	2.2μ	Tantalum
10	0.1μ	Mila
11	0.01μ	Ceramic
12	4.7μ	Chemical

Location	Rating	Description
C13	0.1μ	Ceramic
14	0.047μ	Mila
15	33μ	Tantalum
16	0.47μ	"
17	0.1μ	Ceramic
18	0.47μ	Tantalum
19	0.1μ	Ceramic
20	2.2μ	Tantalum
21	0.1μ	"
22	0.1μ	"
23	47μ	"
24	47μ	"
25	3.3μ	"
26	0.1μ	Ceramic
27	0.068μ	Mila
28	10μ	Chemical
29	4.7μ	"
30	2200P	Ceramic
31	4700P	Mila
32	10μ	Chemical
33	10μ	"
34	0.01μ	Ceramic
41	100μ	Chemical
42	100μ	"
43	0.1μ	Ceramic
44	0.1μ	"

Loca-tion	Item No.	Description
4	"	"
5	"	"
6	"	"
7	"	"
8	"	"
9	10D-1	Power Diode
10	"	"
11	"	"
RB	MS1028AM	1KΩ Resistor Array
IC1	ULN2003AN	Darlington Tr Array
2	CD4049CN	Hex Inverting Buffer
3	CD40168	Quad Bilateral Switch
4	ULN2003AN	Darlington Tr Array
5	"	"
6	LM324N	Quadruple OP AMP
7	NE556N	Dual Timer
8	"	"
9	LM324N	Quadruple OP AMP
10	NE556N	Dual Timer
11	LM324N	Quadruple OP AMP
12	"	"
13	"	"
14	NE556N	Dual Timer

Loca-tion	Item No.	Description
TR1	2SC945	NPN Transistor
2	"	"
D1	1S1588	Switching Diode
2	"	"
3	"	"

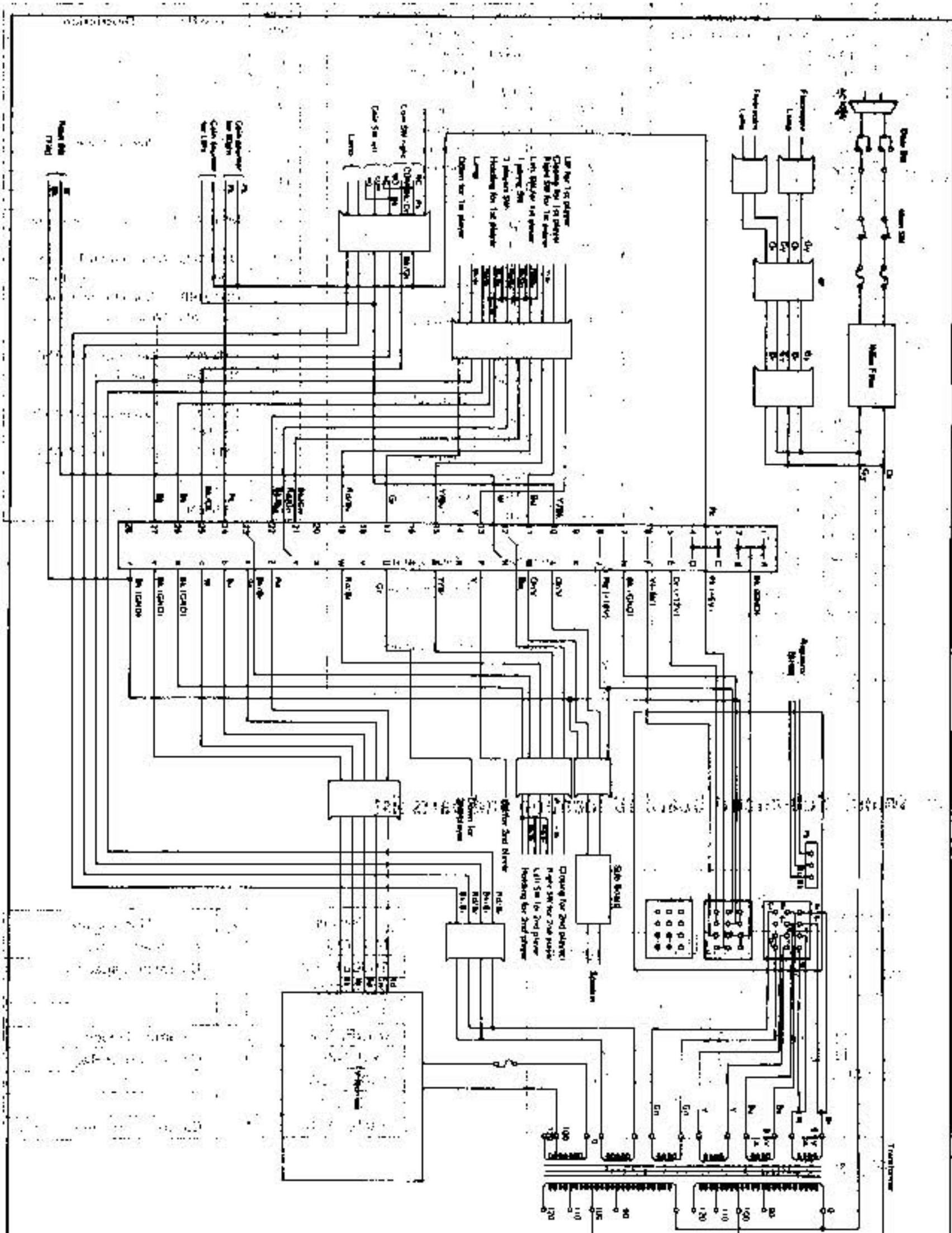
### c) Sound Sub-circuit board IC location and parts list



Rating	Q'ty	Description
MB3730	1	Audio Amplifier
1000μF/25V	1	Chemical Capacitor
22μF/25V	1	"
4.7μF/25V	1	"
0.1μF/25V	2	Ceramic Capacitor
1kΩ 1/2W	1	Carbon Solid Resistor
100kΩ 1/2W	1	"
4.7Ω 1/2W	2	"
RV16YP 1kΩ	1	Carbon Variable Register

Fig. 16 Sound Sub-circuit Board

## WIRING DIAGRAM (CONNECTOR)

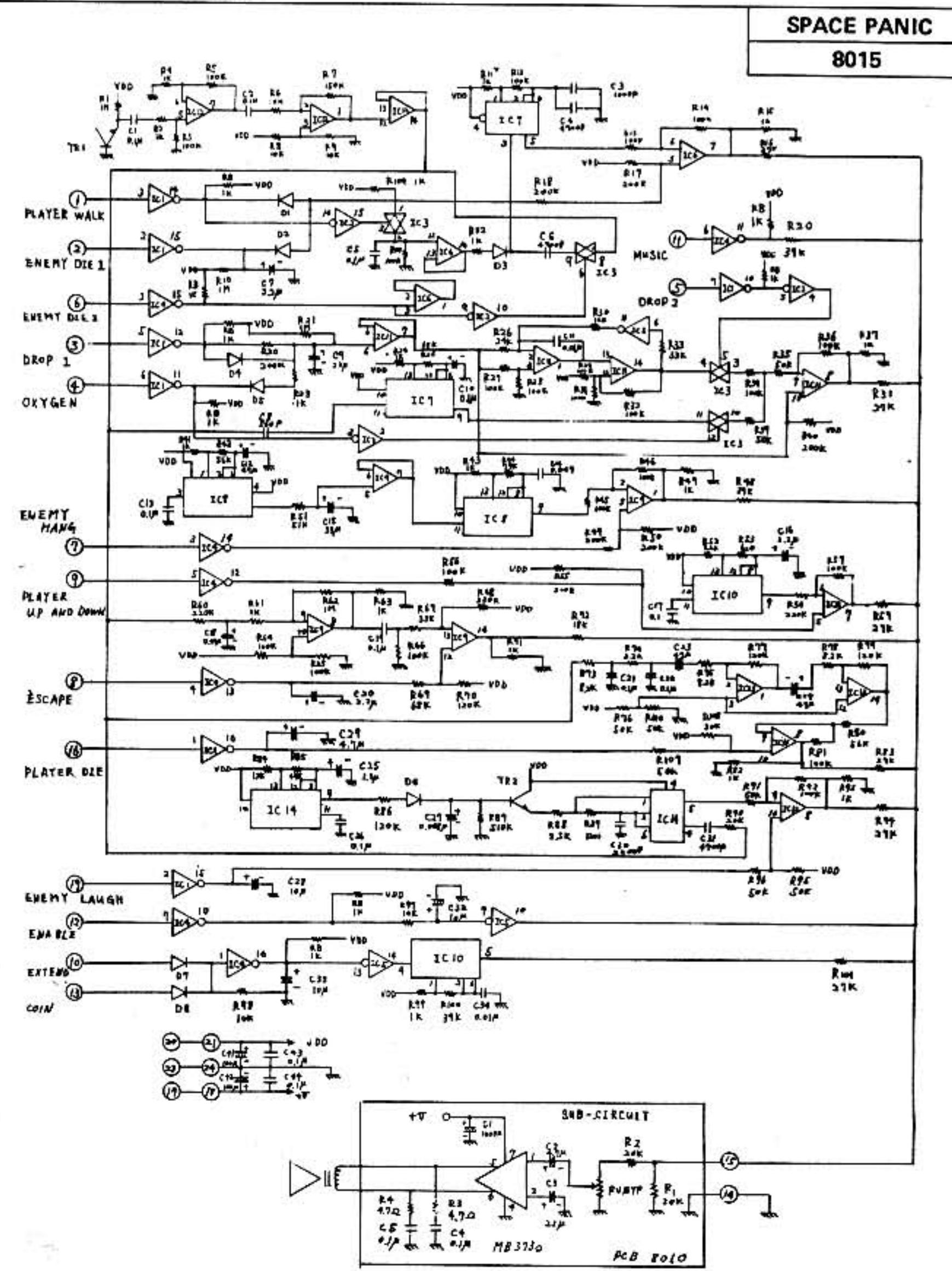


SPACE PANIC

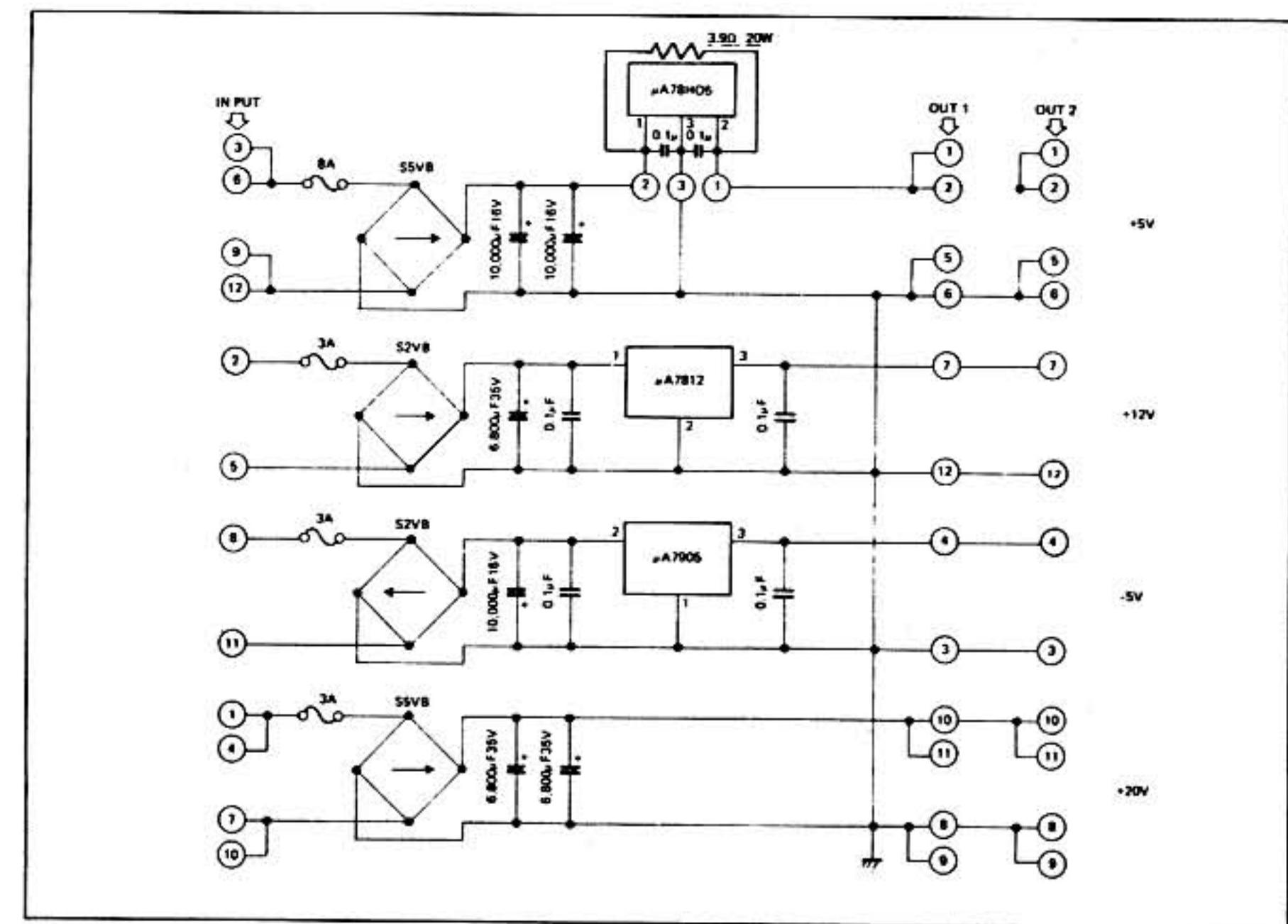
8015



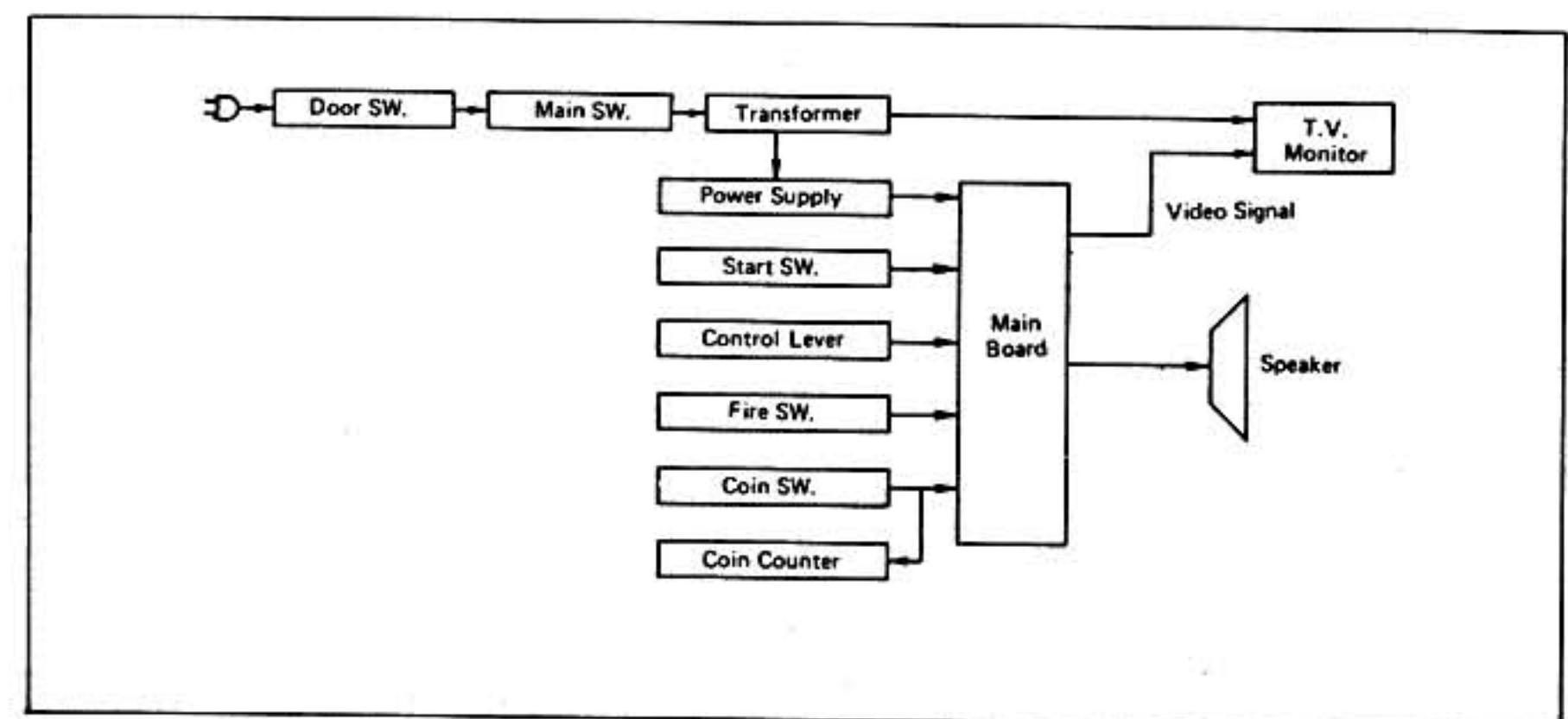
## SOUND BLOCK DIAGRAM

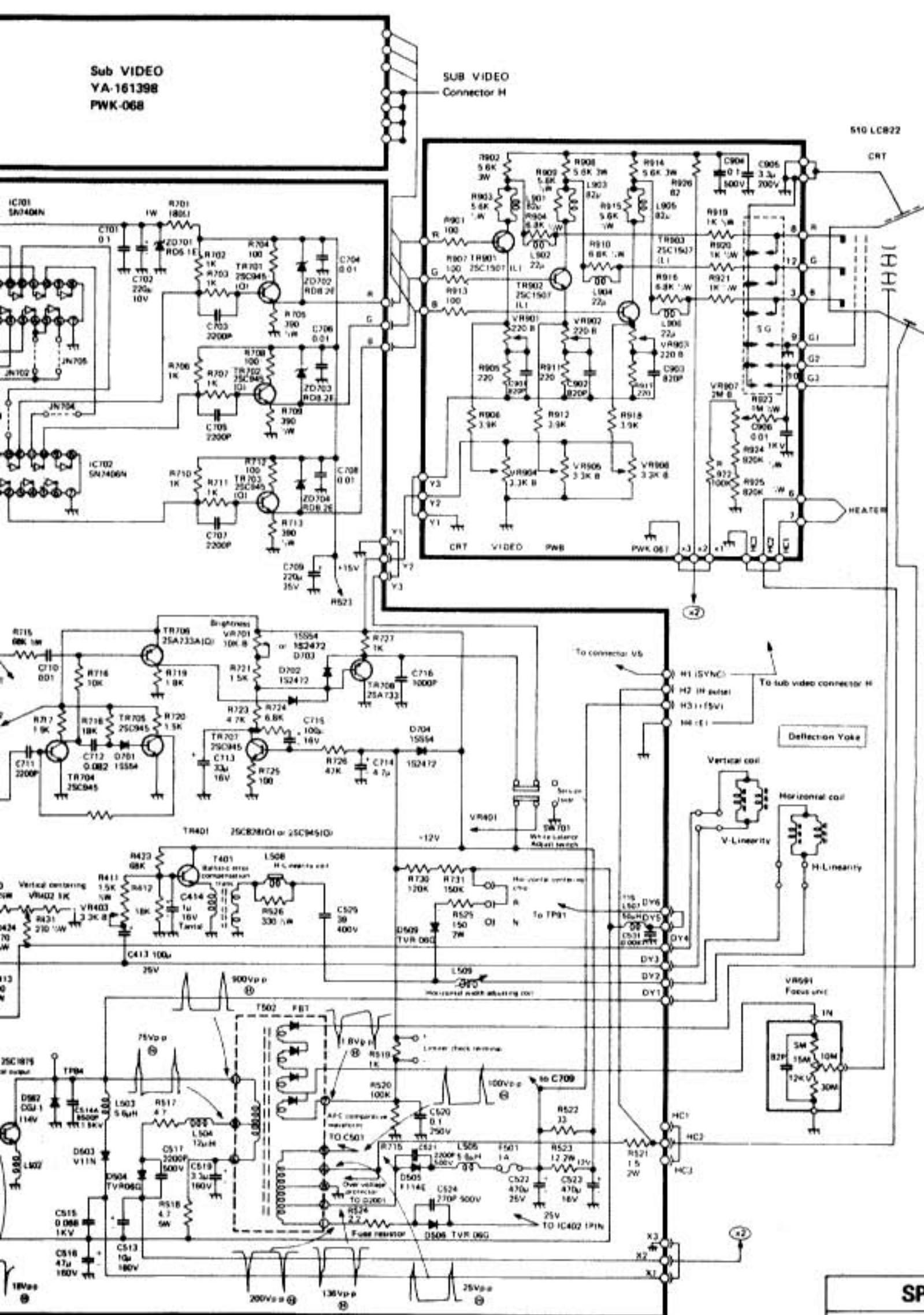


## **POWER SOURCE BLOCK DIAGRAM**



## BLOCK DIAGRAM





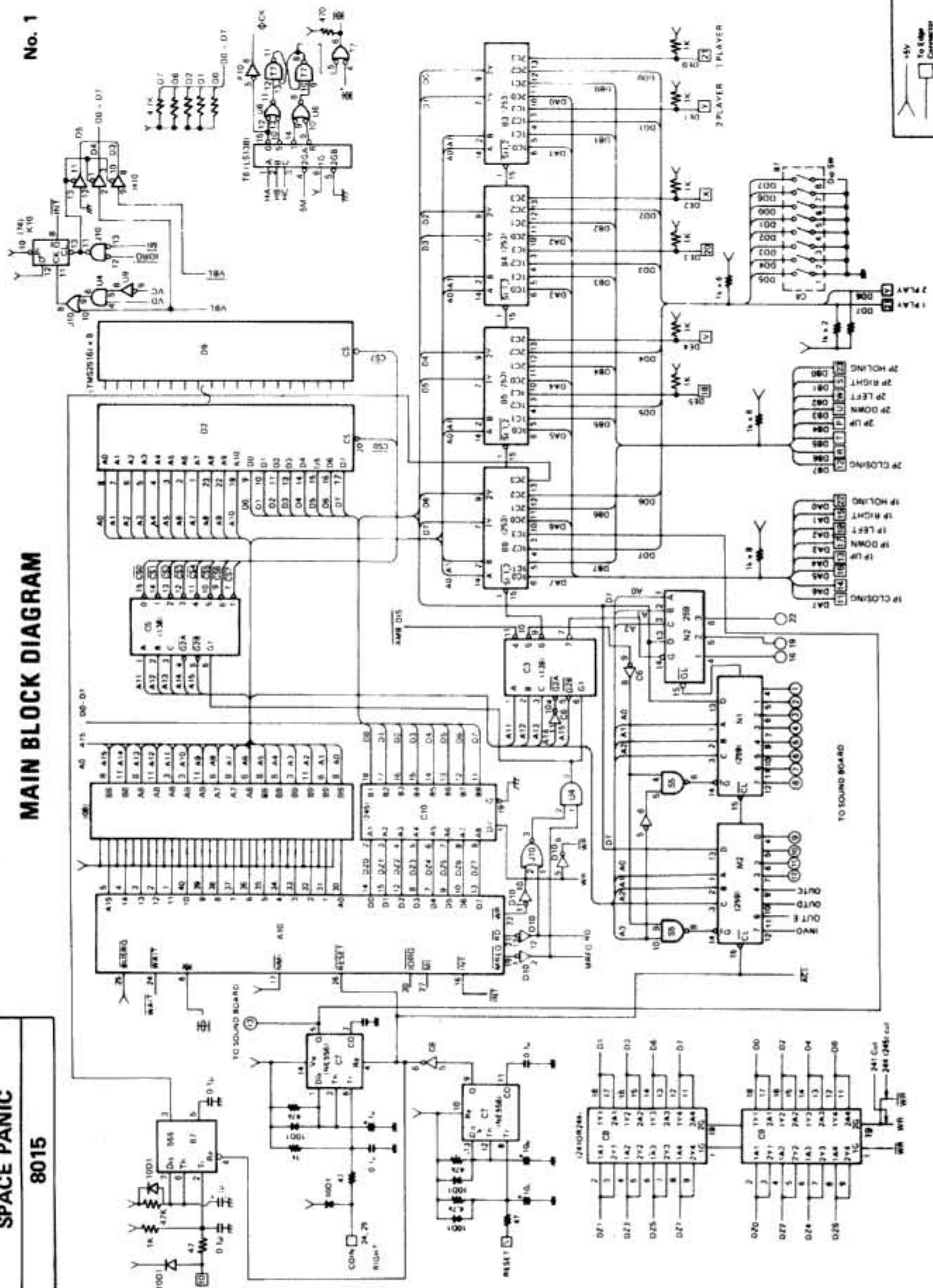
## SPACE PANIC

8015

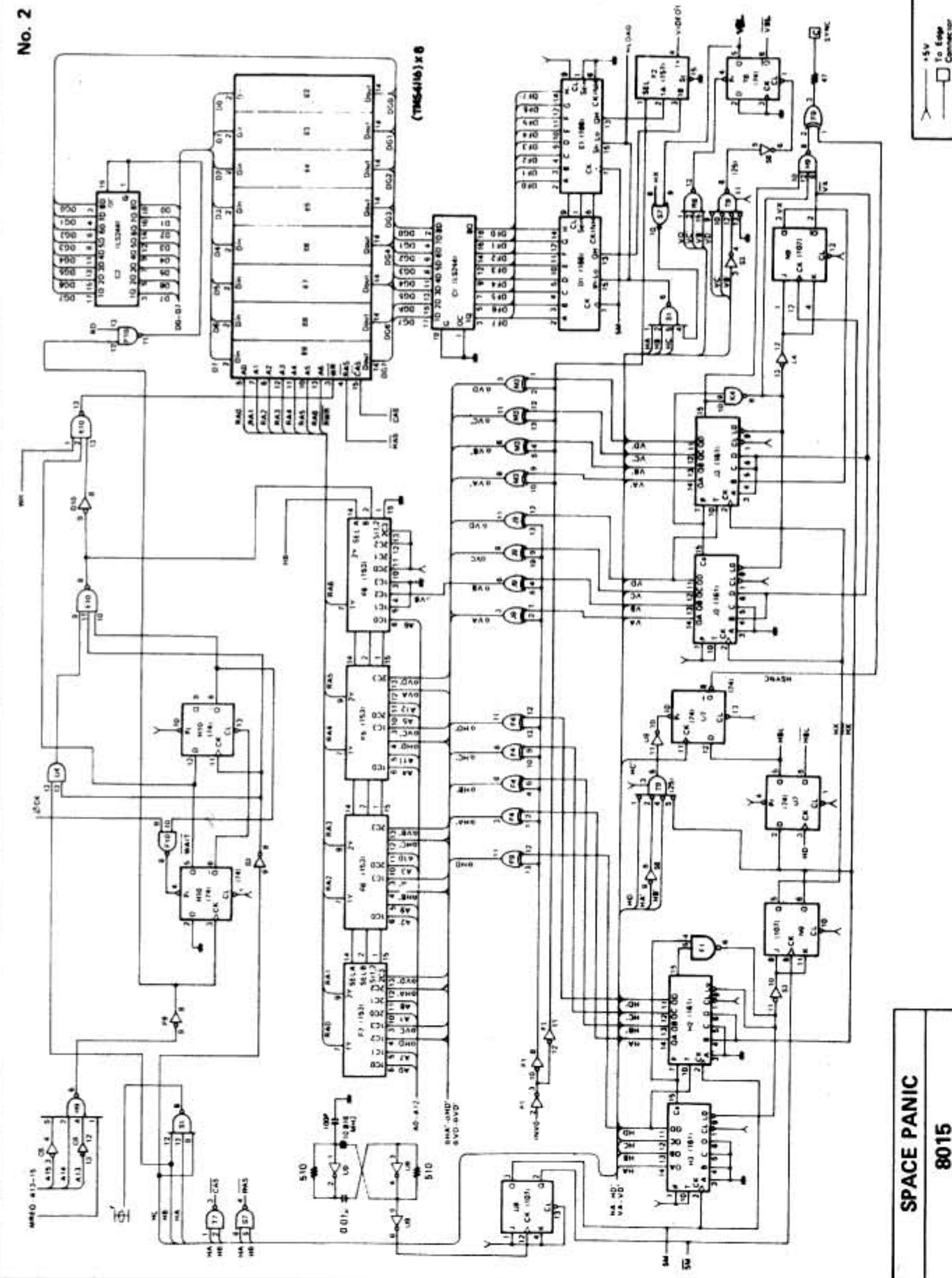
## SPACE PANIC

## MAIN BLOCK DIAGRAM

No. 1



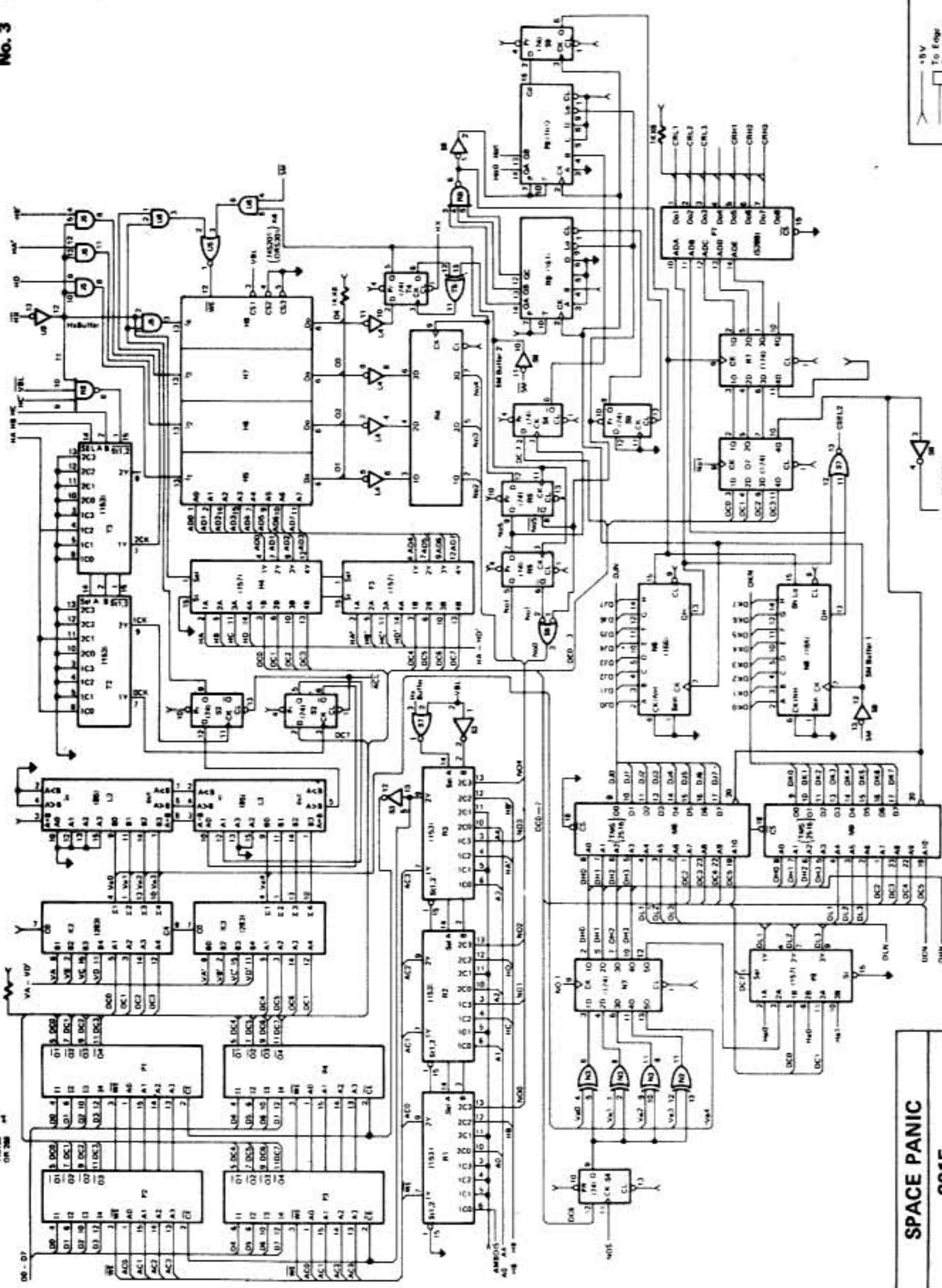
-20-



## SPACE PANIC

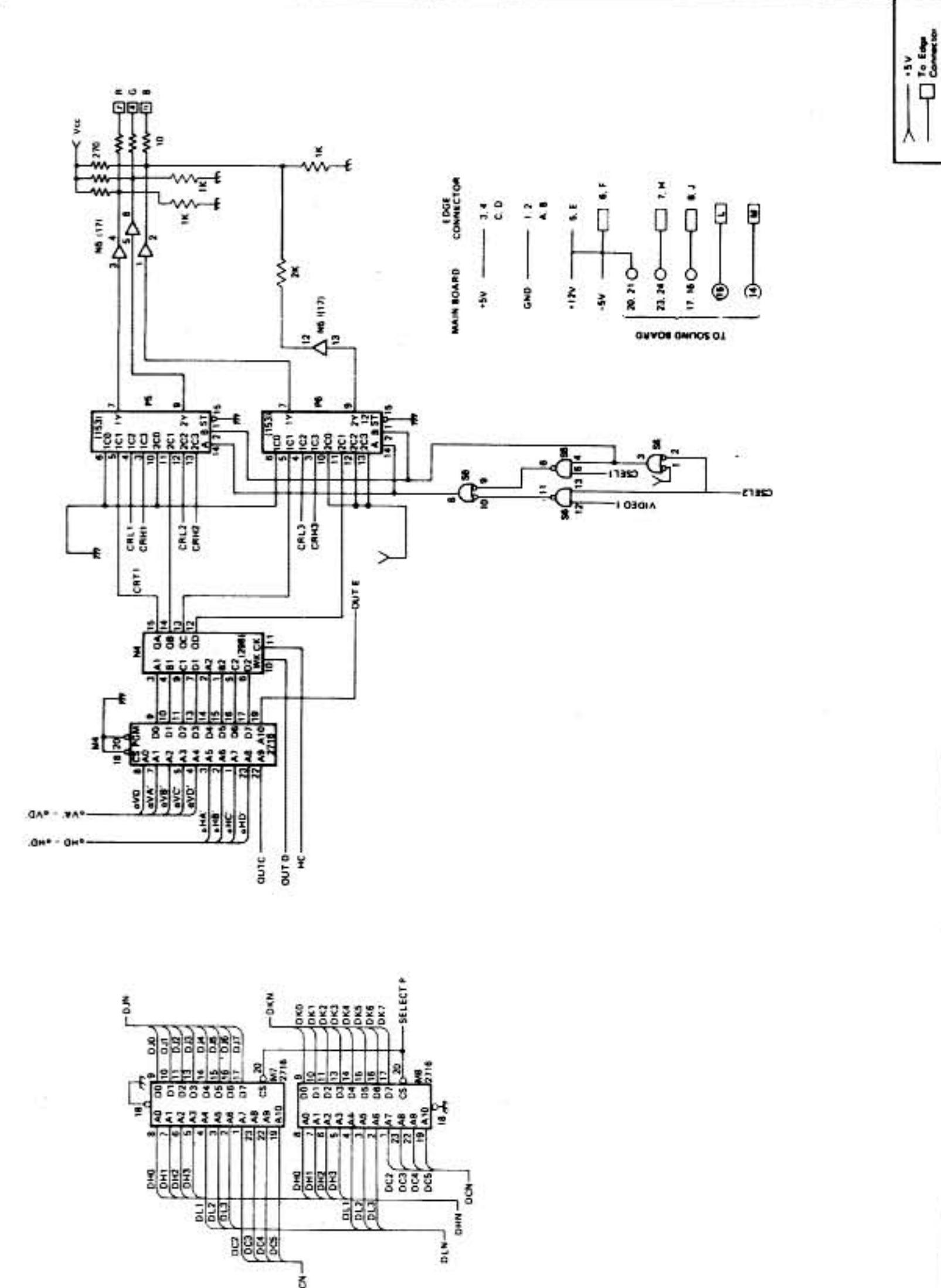
8015

No. 3



SPACE PANIC  
8015

10





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